

Promethean Level 2 "Beyond Basics"



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Interactive Lessons = Engagement

"Research has repeatedly demonstrated that students learn better when they are fully engaged and that multisensory, hands-on learning is the best way to engage them."

...create engaging lessons that focus on one task such as a matching activity where students use the ActivPen to match items.

...integrate multiple items into a lesson plan such as websites, photos, and music that students can interact with, respond to verbally or even write comments on the board itself.

...facilitate multisensory learning whether it is a collaboration exercise for math problem solving or a Google Earth tour of the Amazon rainforest.

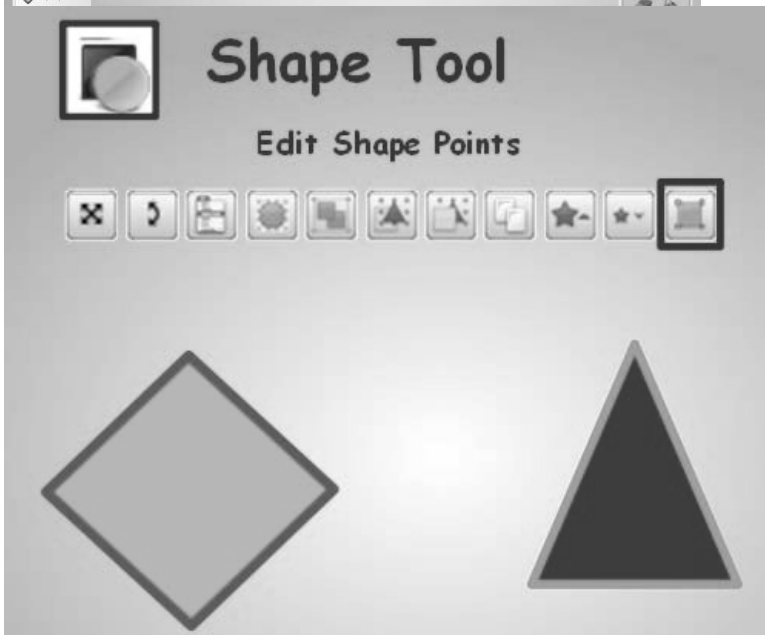
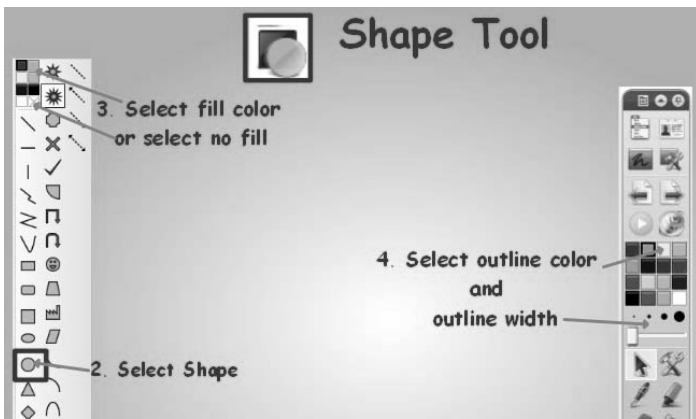
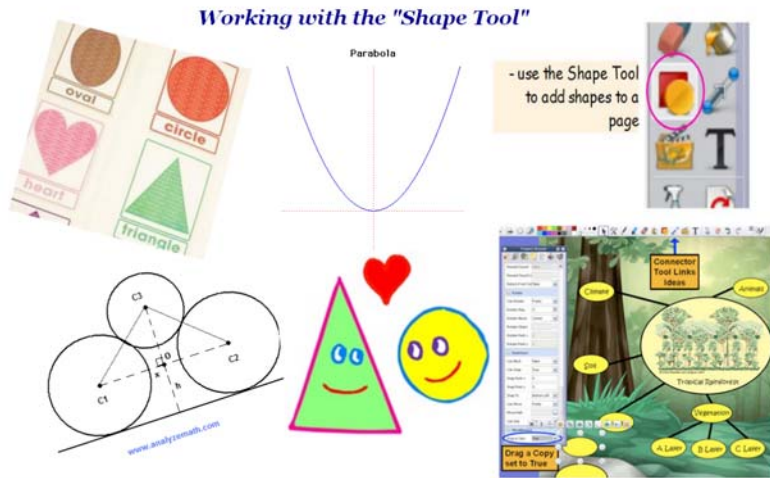
Getting the most BANG for your Buck!!!




1. **Teachers should think through how they intend to organize information.** They should group information into small, meaningful segments before they start developing the digital flipcharts. Once they've organized the content, then they can design the flipcharts to complement the organization. To ensure that they don't run through the flipcharts too quickly, teachers can insert flipcharts that remind them to stop the presentation so students can process and analyze the new information.
2. Digital flipcharts should contain visuals, but those visuals should **clearly focus on the important information.** Also, no single flipchart should contain too many visuals or too much written information.
3. After asking a question and getting student responses using voting devices, the **teacher should typically discuss the correct answer along with the incorrect answers**, making sure to elicit opinions from as many students as possible.
4. **When using reinforcing features like virtual applause, teachers should make sure that students focus on why an answer is correct or incorrect.** Although these features can produce high engagement and certainly enliven the atmosphere in a classroom, they can also be distracting if used without a clear focus on essential content.



...simply assuming that using this or any other technological tool can automatically enhance student achievement would be a mistake. As is the case with all powerful tools, teachers must use interactive


<http://www.ascd.org/publications/educational-leadership/nov09/vol67/num03/Teaching-with-Interactive-Whiteboards.aspx>





Fill Tool







Fill Tool

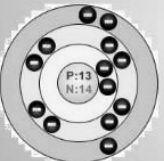
Use the Fill tool to change the color of words within a textbox.
Change the color of the nouns in this textbox.

Use the Fill tool to change the background color to reveal hidden words.

Grouping Objects




Not Grouped



aluminum

Grouped



square

Inserting Media, Hyperlinks & Sound



Insert Media

Insert pictures, video,
and audio files quickly

Insert menu >

Media



To insert a file quickly -
Select Insert menu > Media >
Browse to find the file.

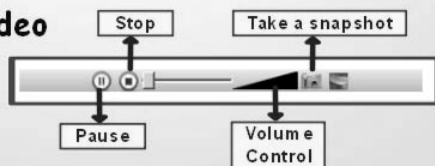
Media files (video, sound,
flipcharts) will be embedded
automatically. You are not given
options for embedding or
controlling the file using this
method.

Insert Media

Insert video files quickly



Control your video



Videos start automatically when page is
opened. To get the play controls, mouse
over the video itself.

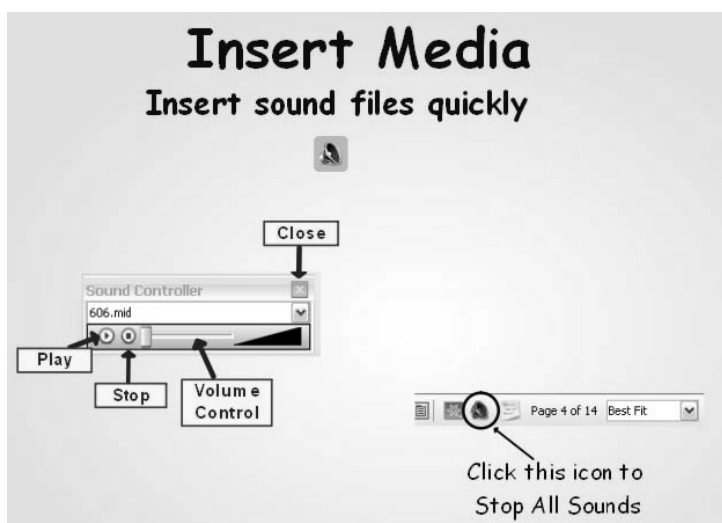
Tip - Use "Take a Snapshot" tool to get a
picture of a slide.

NOTE: If your Snapshot is black, you need to -

- Right-click on desktop
- Click Properties
- Click Settings tab
- Click Advances button
- Click Troubleshoot tab
- Change Hardware Acceleration to just below 1/2

- Click OK

Click **Design Mode** to get resizing handles.

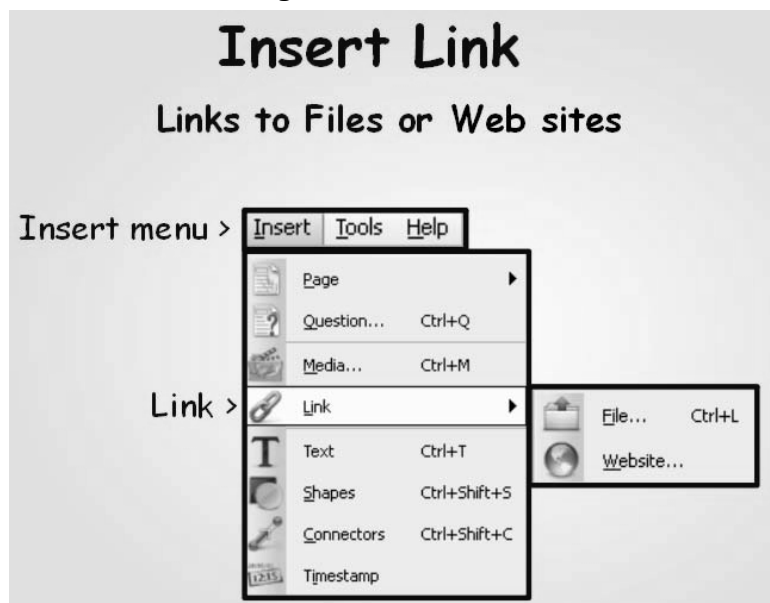


Audio files will have sound icon.

Click the icon to start the sound.

The Sound Controller launches. It can be repositioned on the page. NOTE: Play, Stop, and Volume.

After the sound file is played, a new icon appears next to the Design Mode icon. You can click here to stop the audio.



Links to video, audio, and data files, as well as web links, may be inserted into a page.

Insert Link

Link to File....



Links to Files

When you insert a link to a video file, you have more options than with Insert Media.

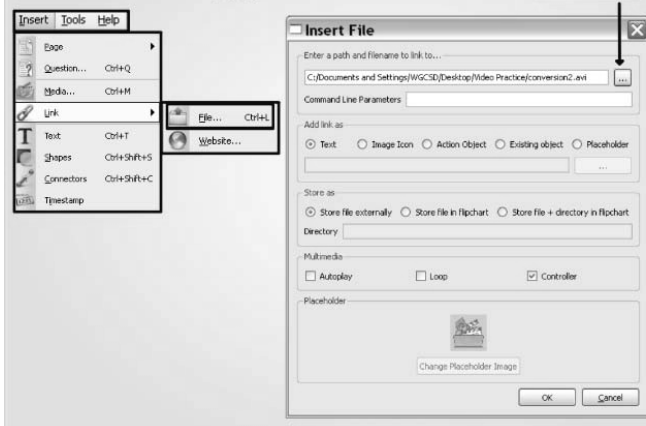
How the file is displayed;

How it's stored;

And, with multimedia, how it is controlled or played.

Insert Link

Link to File....



Links to File

A "Select File" window opens. Browse to select the file.

NOTE: You can change the selection at any time by clicking on the box next to the file path and name.

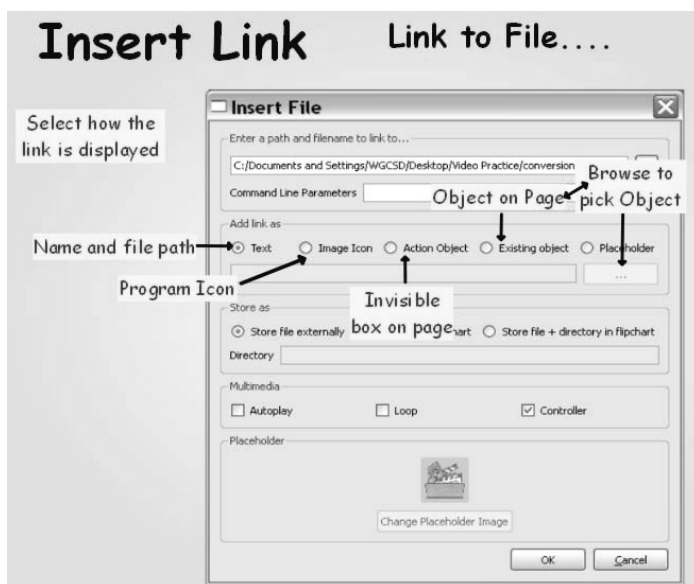
Links to File

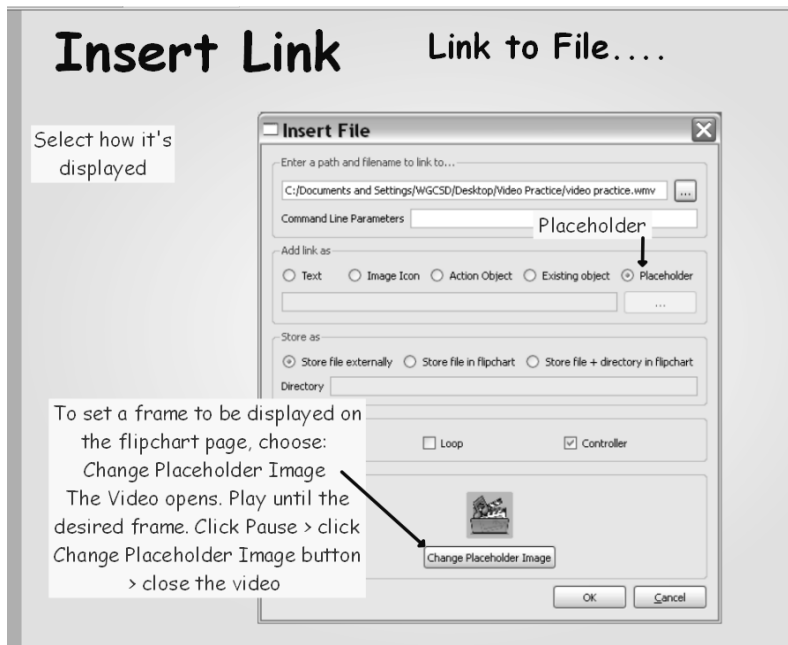
How file is Displayed:

- Text
- Image Icon
- Action Object
- Existing Object

NOTE: When you insert the link as an Action Object in Design Mode, you will see the link object. It will be invisible in Presentation Mode.

Pick Existing Object and the Browse button is activated so that you can pick on object on the page.





Links to File Continued (How is it Displayed)

Placeholder option allows you to pick a frame of the video. When you select Placeholder, the change placeholder image (at the bottom of the page) becomes available.

NOTE: Not all video formats work with Placeholder. These Video files format may be added as placeholders: .avi , .flv (Flash), .gif (Animated Gif), .swf, .wmv



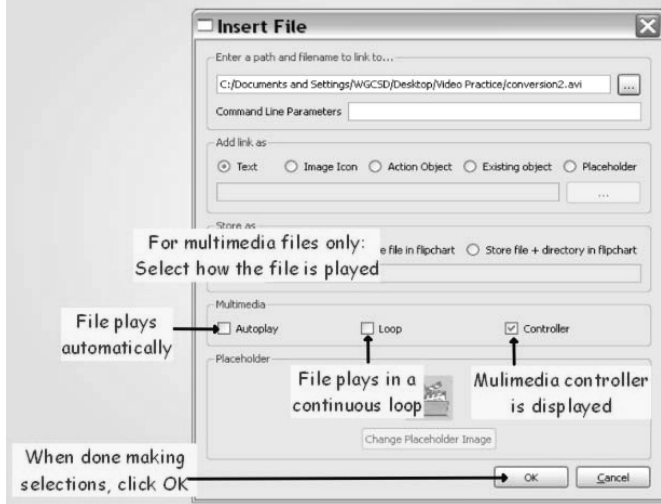
How file is stored:

- Externally - creates a link to the file; keeps file size smaller but don't use this choice if you plan to share your flipchart.
- In flipchart - embeds the file; makes flipchart file larger, but when you move or share the flipchart, the file goes with it.

File and directory in flipchart - adds the file and directory to the flipchart

Insert Link

Link to File....



Links to File

How Multimedia files are played:

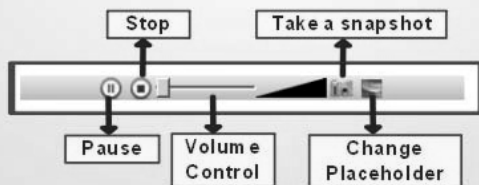
Autoplay - file plays as soon as you go to the page

Loop - file plays repeatedly until stopped

Controller - allows you to pause, start and stop.

Insert Link

Link to File...



Click to start video

Tip - Use Take a Snapshot to get a picture of a slide.

Change Placeholder will replace the slide that appears on the screen.

NOTE: If your Snapshot is black, you need to -

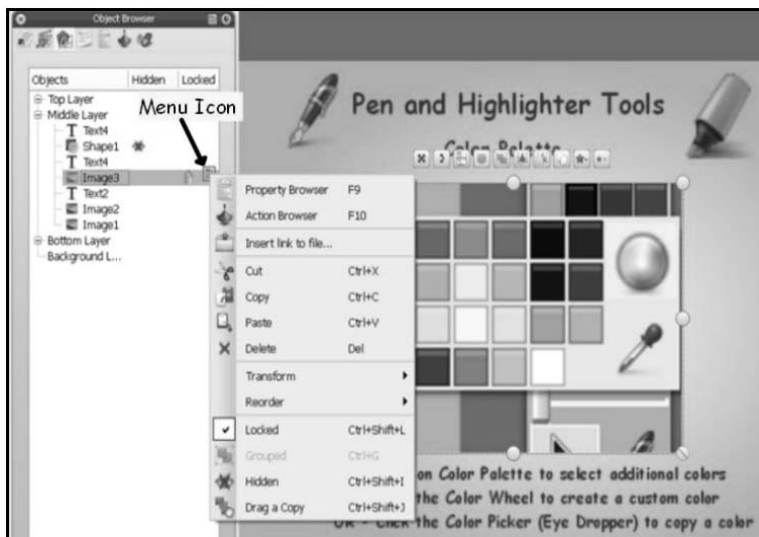
- Right-click on desktop
- Click Properties
- Click Settings tab
- Click Advances button
- Click Troubleshoot tab
- Change Hardware Acceleration to just

below 1/2.

- Click OK

Object Browser

Everything you add to a flipchart is an object of one kind or another. For example, if you write something with the Pen, draw a shape, add a picture, or add a link to a sound file, each of these items is an object. You can add many different types of objects to a flipchart. The Object Browser helps you to keep track of the number and types of objects in your flipchart and to quickly get to grips with objects in a flipchart created by somebody else. The Object Browser allows you to move objects from one layer to another and change the Stacking Order of objects.



The Object Browser allows you to easily view all objects on a page: the position and if the object is locked or hidden. When an object is chosen, a menu icon will appear in the browser next to the selected object. This menu is the same menu in the Marquee Handles Toolbar Menu and the right-click menu. The following page will be used to demonstrate ordering, layering, and locking/unlocking objects.

Top Layer

By default this layer contains all annotation objects that are made using the Pen, Highlighter and Magic Ink tools.


Annotation objects are displayed on top of any other objects placed on the lower layers.

NOTE: Use the Eraser tool to erase annotations or use the Clear Tool to delete all annotation objects from the page.


Layers - Top Layer

You can see how different types of objects are listed in the Object Browser. There are several items created when the pen was used to write 'Top Layer' because a new object is created every time the ActivPen loses contact with the board.

Middle Layer

By default, this layer contains images, shapes  and text objects.



Recognized annotations (made using the Handwriting Recognition Tool ) are automatically converted to text objects and placed on the middle layer.

These objects are displayed below (or underneath) any object placed on the top layer but are displayed above (or over) the top of any object placed on the bottom layer.

State Capital

| | |
|-------------|-------------|
| Alabama | Montgomery |
| Alaska | Juneau |
| Arizona | Phoenix |
| Arkansas | Little Rock |
| California | Sacramento |
| Colorado | Denver |
| Connecticut | Hartford |
| Delaware | Dover |
| Florida | Tallahassee |

If you want to cover the answer with the rectangle, simply click and drag to change the stacking order or the layer of an object.

Adjectives Adverbs



loud wet quickly slowly sticky
dark blue gently scary sadly

Hide the words behind the picture.

Change the stacking order of the picture so that it is on top of the text.

Change the stacking order of the words so that they are pulled out in a certain order.

Lock the picture.

Place the words in a pile behind the picture.

Pr Use the Pen Tool to write the answer
Move the blue ball to check your answer

$3 + 4 = \underline{\quad}$

$2 + 3 = \underline{\quad}$

$7 + 2 = \underline{\quad}$

$6 + 4 = \underline{\quad}$



Click this ball to
check the answer

The first three blue balls were made using the pen tool at the largest width setting (creating annotations).

The annotation, by default, goes to the top layer and the text goes to the middle layer.

Therefore, the annotations are on top of the text.

The fourth ball was made with the shape tool, which goes into the middle layer. You can change the stacking order so that it is on top of the text.

Understanding layers and stacking order is necessary when creating actions and special effects.

BottomLayer

The bottom layer contains Connectors.



Rectangle

Background Layer

Consists of three elements:

Background page color

Background image (optional)

Grid (optional)


You can also place any other objects on the background layer. Then, they will become locked on the background and will appear below all objects on the other layers.

If you drag a picture or object to the background layer, the only way to delete it is to drag it to another layer in the Object Browser. Then you can delete it.


Magic Ink

Makes any object on the top layer (or part of an object) invisible, so that you can see the objects on the layers beneath.

Magic Ink creates an Annotation Object that 'views' through any object on the top layer.



Use Magic Ink to reveal the action word

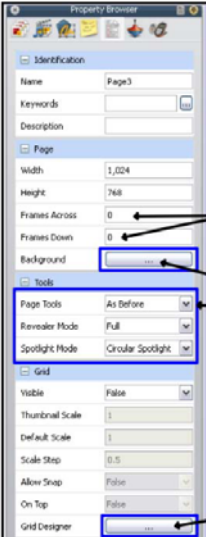


Magic Ink creates an annotation object that can be moved around the screen. There are six pictures to reveal.

Property Browser

The Property Browser helps you to see all of the properties of a page or an object at a glance. It's a powerful tool for quickly adding interactivity to your lessons.

Also, the Property Browser gives you options that are not available any where else.



Property Browser
Page Properties

Identification
Use when creating actions

Divides the page into frames

Opens the Set Background dialog box

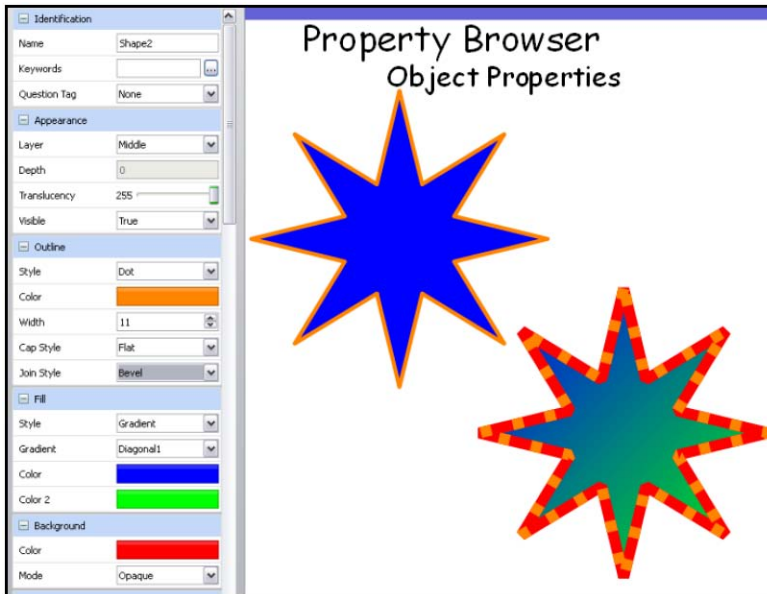
Sets Presentation Tools options

NOTE: The default is 'As Before'. Select 'Tools Off' to stop using a tool.

Opens the Grid Designer dialog box

Tools

| | |
|----------------|--------------------|
| Page Tools | As Before |
| Revealer Mode | Full |
| Spotlight Mode | Circular Spotlight |
| Tools Off | Tools Off |



Property Browser

Properties of an object or page can be viewed and/or changed using the Property Browser.

Options change depending on what is selected.

Use when creating actions.

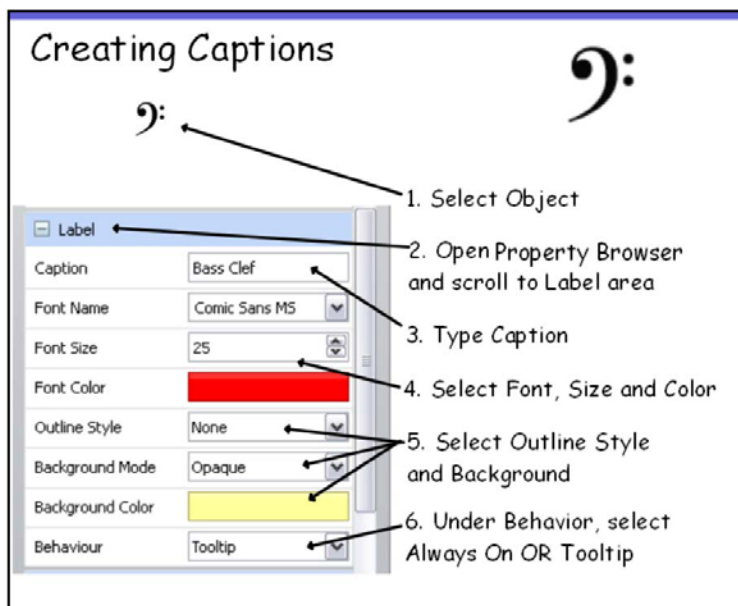
TIP: Name a group so that you can create an action that applies to the group.

Appearance - Specifies layer object is on

Depth - indicates stacking order - can't be changed here.

NOTE: The Property Browser offers more

options - Outline, Fill, and Background areas.



Creating Captions

Mouse over the large bass clef to show the tooltip. Then, follow the directions on the page to create a tooltip.

NOTE: Items that are locked won't show a tooltip.



Containers

Containers are objects that can contain other objects. This is useful for creating activities that rely on objects being recognized and either accepted or rejected by another object. Any object that does not match all the chosen properties is rejected.

Containers

Match the Capital City with the State

| | | |
|------------|--|-------------|
| Alabama | | Juneau |
| Alaska | | Phoenix |
| Arizona | | Little Rock |
| Arkansas | | Sacramento |
| California | | Montgomery |

Example

Creating Containers

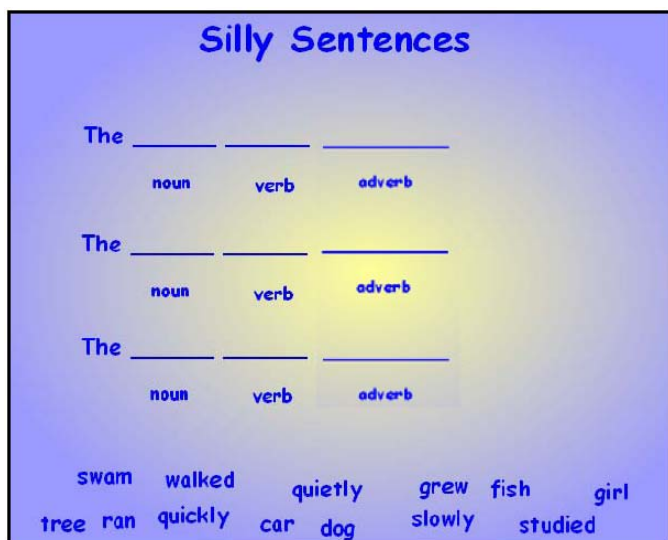
Colorado

1. Select the Container Object
2. Open Property Browser and scroll to Container area
3. Under 'Can Contain' select Specific Object
4. Browser to select the object
5. To play a sound:
Under 'Reward Sound' select True
> Browse to select a sound
6. Select the Object to be contained
> under the 'Return if not Contained' area > select True

Denver

Very Important: The stacking order of the container needs to be below the object to be contained.

Note: You can find sounds in the Shared Promethean Resource Folder on the District Wide Public Drive.



Example of
containers that
can hold many
objects.

Creating Containers

To create Containers that
can contain many objects,
Use Keywords

Identification

Name: Text19

Keywords: verb

Question Tag: None

Select the objects to be contained
under 'Identification' area
→ type Keyword

Container

Can Contain: Keywords

Contain Object: [empty]

Contain Words: verb

Contain Rule: Completely Contain

Reward Sound: False

Reward Sound Location: [empty]

Return if not Contain: False

Select the Container Object
under 'Container' area
→ under 'Can Contain', select Keyword
→ under 'Contain Words' type Keyword

Rotate

Can Rotate: Freely

Rotate Step: 0

Rotate About: Center

Rotate Object: [empty]

Rotate Point x: 0

Rotate Point y: 0

Restrictors

Can Block: False

Can Snap: True

Snap Point x: 0

Snap Point y: 0

Snap To: Bottom Left

Can Move: Freely

Move Path: [empty]

Can Size: Freely

Property Browser Object Properties

Rotate - Controls the way an object
can be rotated

Restrictors - Defines rules to
restrict the movement of an object



Using the Sound Recorder



Sound Recorder Tool



Sound Recorder

Use the Sound Recorder
to record your own sounds



T is for Turkey

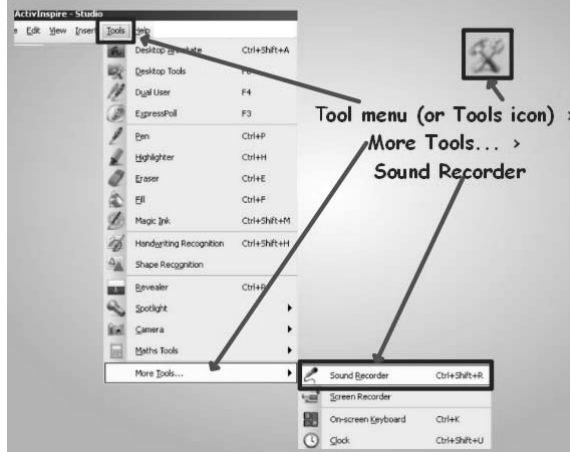


Sound Recorder requires having a
microphone connected to your
computer.

Click the sound icon to play the
recorded sound.

Click the turkey to play a sound
downloaded from the Internet.

Sound Recorder



Sound Recorder

Click the red button to record


Speak or play sound

Click the black button to stop



A Sound Icon will appear on page





When you play the sound, the Sound Controller appears. You can stop and start sounds and adjust the volume.



You can also stop the sound by clicking on the 'Stop Sound Icon'

Sound Recorder

Default Method: ActivInspire places the recording on the page as a sound icon. The file will only be on the flipchart page, and not saved as a separate file for later use.

Note: The Record button changes to a pause button so that you can pause and then resume your recording.

Sound Recorder Settings

Go to:

Edit menu >

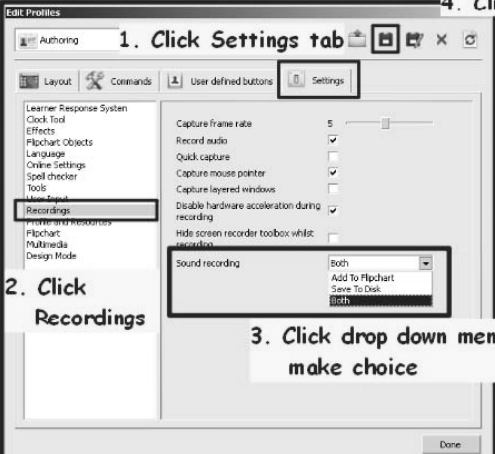
Profiles... >

4. Click Save

1. Click Settings tab

2. Click Recordings

3. Click drop down menu > make choice



The default setting is 'Add to Flipchart'.

The Sound Controller can be hidden by unchecking 'Show Sound Controller' in Settings > Multimedia.

Sound Recorder

Save your recording

After you click Stop, a Save As window opens

Browse to the folder where you want to save the sound file

Name the file

Click Save



A Sound Icon will appear on page

If 'Save to Disk' or 'Both' has been chosen, when you stop recording, you will be asked where you want to save the file. The sound icon will appear on the page if 'Both' has been chosen. If 'Save to Disk' is chosen, the file is saved to the location that was chosen and will need to be added to the flipchart.